

CLAIM AMENDMENTS

Please amend the claims to read as follows:

- 1-4. (canceled)
5. (currently amended) The system of claim 20, further comprising a second ~~head mounted video~~ camera coupled to the SCBA mask, for generating a stereoscopic view.
6. (currently amended) The system of claim 20, further comprising one or two mirrors placed in front of said camera to set the camera viewpoints of said camera to more closely coincide with the user's wearer's eye location, positions.
7. (currently amended) The system of claim 19, further comprising user headphones coupled to the SCBA mask.
8. (previously amended) The system of claim 7, further comprising shafts to connect the headphones to the SCBA mask, and wherein the shafts are filled with epoxy or other means to strengthen the shafts.
9. (currently amended) The system of claim 620, further comprising a rubber bumper placed around the mirror or mirrors.
10. (previously presented) The system of claim 21, further comprising a rubber bumper placed around the mirror or mirrors.
11. (currently amended) The system of claim 620 wherein each mirror is placed in a mechanical clamp mount.
12. (previously presented) The system of claim 21 wherein each mirror is placed in a mechanical clamp mount.
13. (currently amended) The system of claim 620, further comprising a structure for protecting each mirror from being bumped or hooked.

14. (previously presented) The system of claim 21, further comprising a structure for protecting each mirror from being bumped or hooked.

15. (currently amended) The system of claim 620 wherein each mirror is mounted on a mounting plate.

16. (previously presented) The system of claim 21 wherein each mirror is mounted on a mounting plate.

17. (previously presented) The system of claim 19 wherein the non-augmented reality portion of the user's field of view is blocked from view by the user with opaque material such that only augmented reality imagery is visible to the user.

18. (original) The system of claim 17 wherein the said opaque materials are selected from the group of materials consisting of tape, foam, plastic, rubber, silicone, paint, and combinations of these materials.

19. (currently amended) A system for creating a see-through augmented reality display, comprising:

a self-contained breathing apparatus (SCBA) mask to be worn by a user;

a motion tracker coupled to the SCBA to track the user's field of view;

computer graphics rendered by a computer to be shown to the user, the computer graphics

corresponding to the user's field of view as tracked by the motion tracker, so that the graphics appear to be anchored in 3-D space; and

a see-through head-mounted display (HMD) mounted in front of the user's eyes on which the computer graphics are displayed, to combine the computer graphics with the user's view of the real world.

20. (currently amended) A system for creating a non-see-through augmented reality display, comprising:

a self-contained breathing apparatus (SCBA) mask to be worn by a user; ~~at least one~~ a video camera coupled to the SCBA mask, placed proximate the user's eyes to ~~minimize the distance between the camera and the user's eyes, with each camera and~~ pointed away from the user and placed ~~on the optical axis of the user's eyes;~~ a motion tracker coupled to ~~at least one~~ said camera; computer graphics rendered by a computer to be shown to the user, the computer graphics corresponding to ~~each camera's~~ the position and field of view of said camera; and a non-see-through head-mounted display (HMD) mounted in front of the user's eyes on which the computer graphics and the output of ~~the~~ said cameras ~~are~~ is displayed, to combine the computer graphics with ~~each video camera's~~ a view of the real world captured by said camera.

21. (currently amended) A system for creating a non-see-through augmented reality display, comprising:

a self-contained breathing apparatus (SCBA) mask to be worn by a user; ~~at least one~~ a video camera coupled to the SCBA mask; at least one mirrored surface placed in front of ~~said~~ each camera, to alter the incoming viewing angle of ~~said~~ each camera such that the ~~effective~~ viewpoint of ~~said~~ the camera is ~~placed on~~ coincides with the ~~optical axis of the user's eyes~~ location; wherein each camera/mirror combination is coupled to the SCBA so as to minimize the ~~distance between the camera's effective viewpoint and the user's eyes while placing the~~

~~camera viewpoint directly in front of the user's eyes, with each camera pointed away from the user;~~

a motion tracker coupled to ~~at least one~~said camera;

computer graphics rendered by a computer to be shown to the user, the computer graphics corresponding to ~~each camera's~~the position and field of view of said camera; and

a non-see-through head-mounted display (HMD) mounted in front of the user's eyes on which the computer graphics and the output of ~~the~~said cameras ~~are~~is displayed, to combine the computer graphics with ~~each video camera's~~a view of the real world captured by said camera.

22. (currently amended) The system of claim 21, further comprising a second ~~head-mounted~~video camera coupled to the SCBA mask, for generating a stereoscopic view.

23. (currently amended) The system of claim 20, further comprising user headphones coupled to the SCBA mask.

24. (previously presented) The system of claim 23, further comprising shafts to connect the headphones to the SCBA mask, and wherein the shafts are filled with epoxy or other means to strengthen the shafts.

24. (improperly numbered in previous presentation and so canceled herein and re-presented as new claim 30, below)

25. (currently amended) The system of claim 3024, further comprising shafts to connect the headphones to the SCBA mask, and wherein the shafts are filled with epoxy or other means to strengthen the shafts.

26. (previously presented) The system of claim 20 wherein the non-augmented reality portion of the user's field of view is blocked from view by the user with opaque material such that only augmented reality imagery is visible to the user.

27. (previously presented) The system of claim 26 wherein the said opaque materials are selected from the group of materials consisting of tape, foam, plastic, rubber, silicone, paint, and combinations of these materials.

28. (previously presented) The system of claim 21 wherein the non-augmented reality portion of the user's field of view is blocked from view by the user with opaque material such that only augmented reality imagery is visible to the user.

29. (previously presented) The system of claim 28 wherein the said opaque materials are selected from the group of materials consisting of tape, foam, plastic, rubber, silicone, paint, and combinations of these materials.

30. (new) The system of claim 21, further comprising user headphones coupled to the SCBA mask.